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BOOTLEG

ENTERTAINMENT

Dodge the Prohibition agent through 20 maze screens
(ages 8 and up)

by E.M. Freeman

Requires: One ATARI Joystick Controller per player

Cassette version (1):	ATARI 410 Program Recorder
(APX–10218)	16K RAM
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Edition A

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Program and manual contents ©1983 E.M. Freeman

Distributed By

The ATARI Program Exchange
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Contents

Introduction

OVERVIEW

The speakeasies are counting on you! Unless you can deliver the
moonshine, they can't open tonight--and you've heard they don't
like to be disappointed. In your delivery wagon, you're threading
your way through the city streets, trying not to get lost or run
out of gas. You've got to keep an eye out for a determined
Prohibition agent armed with a supercharged patrol car. He can
call ahead for roadblocks, but you know a few tricks to slow him
down.

Using your joystick controller, you move the delivery wagon
around a maze, stopping whenever you see symbols such as
goblets or flagons. For each delivery, you're paid off in points
added to your score. After you've made ten deliveries, you can
move to another screen (there are twenty different screens in
all). If you're playing against another bootlegger, you alternate
turns to try for the higher score.

Your biggest worry is the Prohibition agent. His car moves
faster than yours, and he throws out roadblocks when you least
expect them. If you meet him, you crash and that round of the
game ends. You can use a trap to thwart his pursuit, but it
doesn't stop him for long, and it costs you points. You have five
lives--and you need them!

Whenever an electrical storm passes over the terrain, it puts the
Prohibition agent's radar out of action. This is a good time to
escape or increase your score.

A last warning: don't run out of gas! A fuel gauge displays to
show you how much you have left, and you can find fuel pumps at
different spots on the mazes.

REQUIRED ACCESSORIES

One ATARI Joystick Controller per player

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

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Getting started

LOADING BOOTLEG INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug your joystick controller into the first controller jack of your computer console. (If you're playing the two-player version, plug a second joystick controller into the second controller jack.)

3. If you have the cassette version of BOOTLEG:

    a. Have your computer turned OFF.

    b. Turn on your TV set.

    c. Insert the BOOTLEG cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

    d. Turn on the computer while holding down the START key.

    e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of BOOTLEG:

    a. Have your computer turned OFF.

    b. Turn on your disk drive.

    c. When the BUSY light goes out, open the disk drive door and insert the BOOTLEG diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

    d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the
following screen displays. If not, check all connections between
the disk drive and the computer, and repeat the loading process.

```
            FME     1983
            BOOTLEG

                  1 PLAYER GAME
                PRESS SELECT FOR
                2 PLAYER GAME

                PRESS OPTION FOR
                -STARTING LEVEL
                      001

                PRESS START TO
                  BEGIN GAME

                COPYRIGHT 1983
            ERIC FREEMAN 1983

        Figure 1   First display screen
```

SELECTING GAME OPTIONS

Difficulty

The title screen shows difficulty level 001. Press the OPTION
key repeatedly to raise the level as far as 100. The game has 20
different screens, and there are 5 different speeds of your
delivery wagon and the patrol car. The difficulty level you
choose combines the screen and the speed as follows:

Level	Your speed	Patrol car speed
1-20	1	2
21-40	2	3
41-60	3	4
61-80	4	5
81-100	5	5

Hold down the OPTION key to advance the starting level more
quickly.

The level on the screen returns to 001 after 100 displays. Press

-4-

the SYSTEM RESET key to return the level to 001 at any time.

During game play, press the OPTION key to return to the first display screen. Then press the OPTION key again to advance the level one by one.

Number of players

Change the number of players by pressing the SELECT key. The number of players that displays on the screen shifts back and forth from 1 to 2 as follows:

        SELECT

1 player game   2 player game
Press SELECT for   Press SELECT for
2 player game   1 player game

        SELECT

When your choices display on the screen, press the START key to begin a game.

Playing BOOTLEG

THE FIRST MAZE

If you began BOOTLEG at level one, a maze screen displays. (Subsequent levels have different street mazes, but the figures appear in the same places, and the information that displays at the bottom of the screen is the same.)

From the upper left corner of the screen, your delivery wagon emerges. At the same time, the patrol car comes onto the screen from the upper right.

Use your joystick controller to move your delivery wagon through the maze. Hold the joystick with the red button at the upper left. Move the joystick away from you (towards the TV screen) to move your delivery wagon up; move the joystick in the opposite direction to move the delivery wagon downwards on the screen. Moving the joystick to the left or right moves your vehicle to the left or right.

The object is to avoid the speeding patrol car and make deliveries by passing the other figures (goblets, flagons, or faucets, for example) to score points. (See Figure 2 in the Scoring section of this manual.) After you've made ten deliveries, you may pass through an opening that appears at the upper right corner of the maze. Then you start on the next maze screen.

SCORE PANEL

The score panel displays at the bottom of the screen as follows:

```
T10       00:02    XXXXX        XXXXX    00:00     T10
PLAYER  ONE        000050       PLAYER  TWO        000000
```

In a one-player game, you're Player One, and all the information for Player Two stays at zero.

"T" followed by a number is the number of traps you have left before you move to the next screen.

The four numbers divided by a colon show how much time has gone by.

The row of five X's shows how many lives you have left until the game is over. Your score for the current game displays below

these X's.

FUEL PROBLEMS

While you're making deliveries, keep an eye on the fuel gauge at
the bottom right of the screen. When it's full, it's equal to 30
seconds' supply. It's totally replenished each time you pass a
fuel pump.

When the level drops to 10 seconds' supply, the score panel
flashes on and off in red, finally staying red when the supply is
exhausted. Your delivery wagon comes to a stop and the patrol
car catches up or the game ends.

TRAPS

To counteract the patrol cars' faster speed, you have ten traps
each time you enter a new maze. Press the red joystick button to
set a trap down behind your vehicle. A cluster of dots or a dollar
sign appears. You can pass through a trap after you've set it.

When the patrol car hits a trap he's stuck long enough for you to
escape. But be careful! there's a 25% chance he'll drive straight
over a trap without hindrance. Your score shows a 50-point
penalty each time you set a trap.

The score panel at the bottom of the screen shows how many
traps you have left.

CHANGING SCREENS

After you've made ten deliveries, a buzzer sounds. The exit
block in the right hand corner begins to open and close every two
seconds.

The exit opens before your fuel allotment is exhausted, even if
you haven't made ten deliveries. But you don't win the 500-point
bonus for changing sectors.

ROADBLOCKS

The patrol car can surprise you by setting up roadblocks in the
maze. The roadblocks are narrow gray bands that suddenly cross
your path. You can't pass through them, but the patrol car can.

ELECTRICAL STORMS

Since there's a large electrical disturbance in the area, an occasional storm passes over the screen. The storm puts the patrol cars' radar out of action temporarily. Use this time to increase your score or escape.

ADVANCED GOAL

There are 20 different maze screens to make your deliveries in. Speed of play increases every time you travel through all the mazes, until you've completed the fifth pass through all twenty. The sixth and subsequent passes are the same speed as the fifth pass.

You have 5 lives to begin with - GOOD LUCK!

Pause and reset

PAUSING

>Press the SPACE BAR on your keyboard to freeze the display and
>stop play temporarily.
>
>Press the SPACE BAR again to resume play.

RESETTING THE OPTIONS

>Press the SYSTEM RESET key at any time to return BOOTLEG to
>a one- player game at starting level one.

RESTARTING THE GAME

>While the high score displays on the screen, you may restart the
>game by moving either joystick in any direction. You can still use
>the START key.

Scoring

You score points for every delivery you make, every fuel pump you pass, and every new maze screen you enter.

Fifty points are deducted from your score whenever you use a trap.

You earn points for the objects in the maze as follows:

	GOBLET	10 POINTS
	1/2 PINT	20 POINTS
	PINT	30 POINTS
	FLAGON	40 POINTS
	FAUCET	50 POINTS
	MYSTERY	100-400 POINTS
	FUEL	100-400 POINTS

Figure 2   Scoring values

Whenever you enter a new maze screen through the passage at

-10-

the upper right corner of the maze, you earn 500 points. But you don't win this bonus if you made fewer than 10 deliveries on the previous maze.

Helpful hints

Use traps only if it's absolutely necessary. By holding the trigger down you can leave a string of traps behind you, but this is expensive.

Change direction frequently if you're being pursued. The patrol car occasionally loses you on its radar.
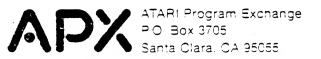
Head for the exit at the top right of the screen as soon as the score panel starts flashing red if you can't find any fuel pumps on the screen.

No penalty points are deducted from a zero score. Then you can use traps without losing points.

The patrol car travels at your speed in levels 81-100. In all the others, he's one step ahead.

Use the time after a storm to make extra deliveries safely. Remember that the patrol car is still dangerous even though he doesn't search for you.

Don't change direction if your pursuer is within one car length of you. You'll almost certainly lose a life. Instead try to set a string of traps by holding the joystick trigger down.

APX

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

_____

_____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Use (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

rom

_____

_____

_____

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